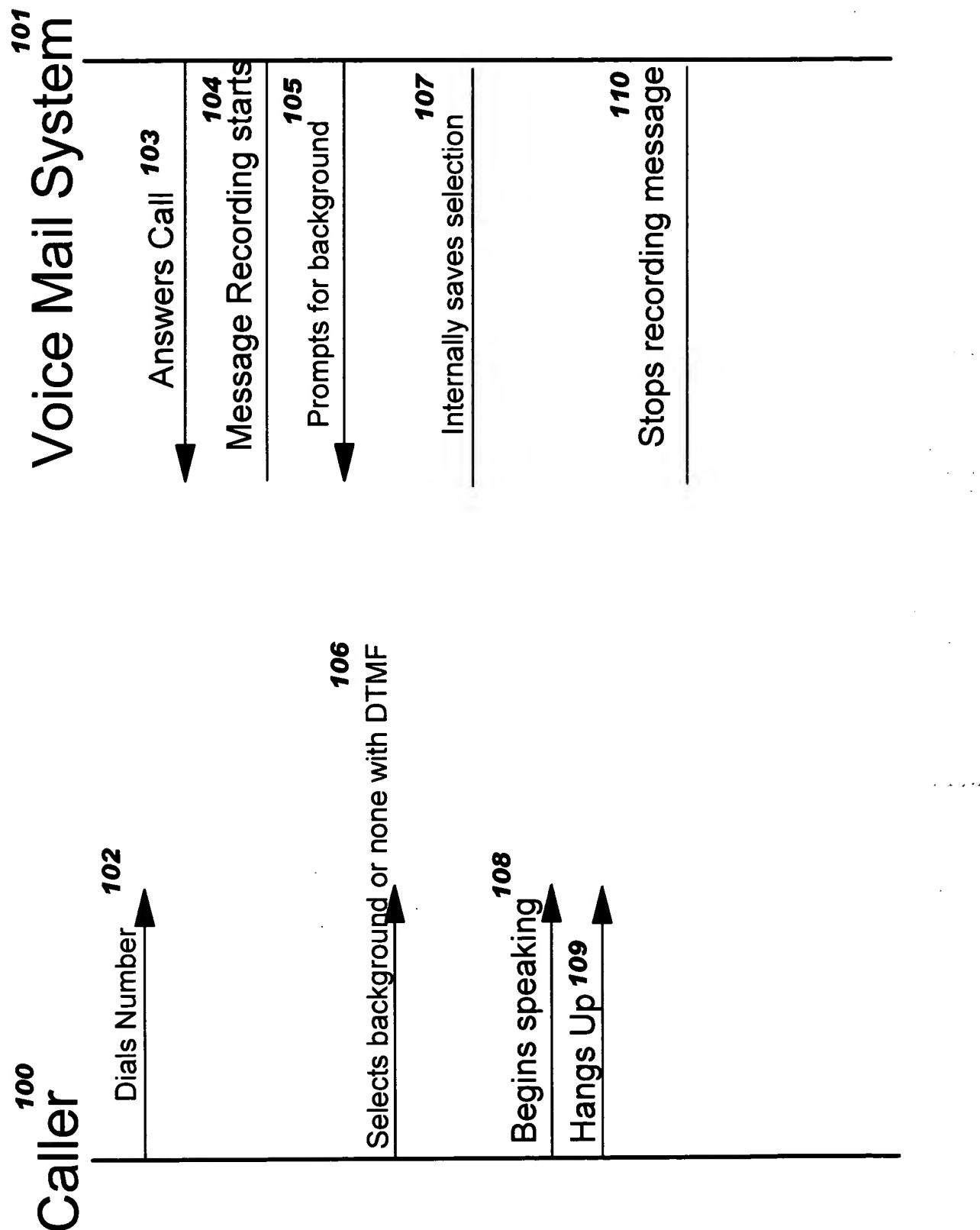


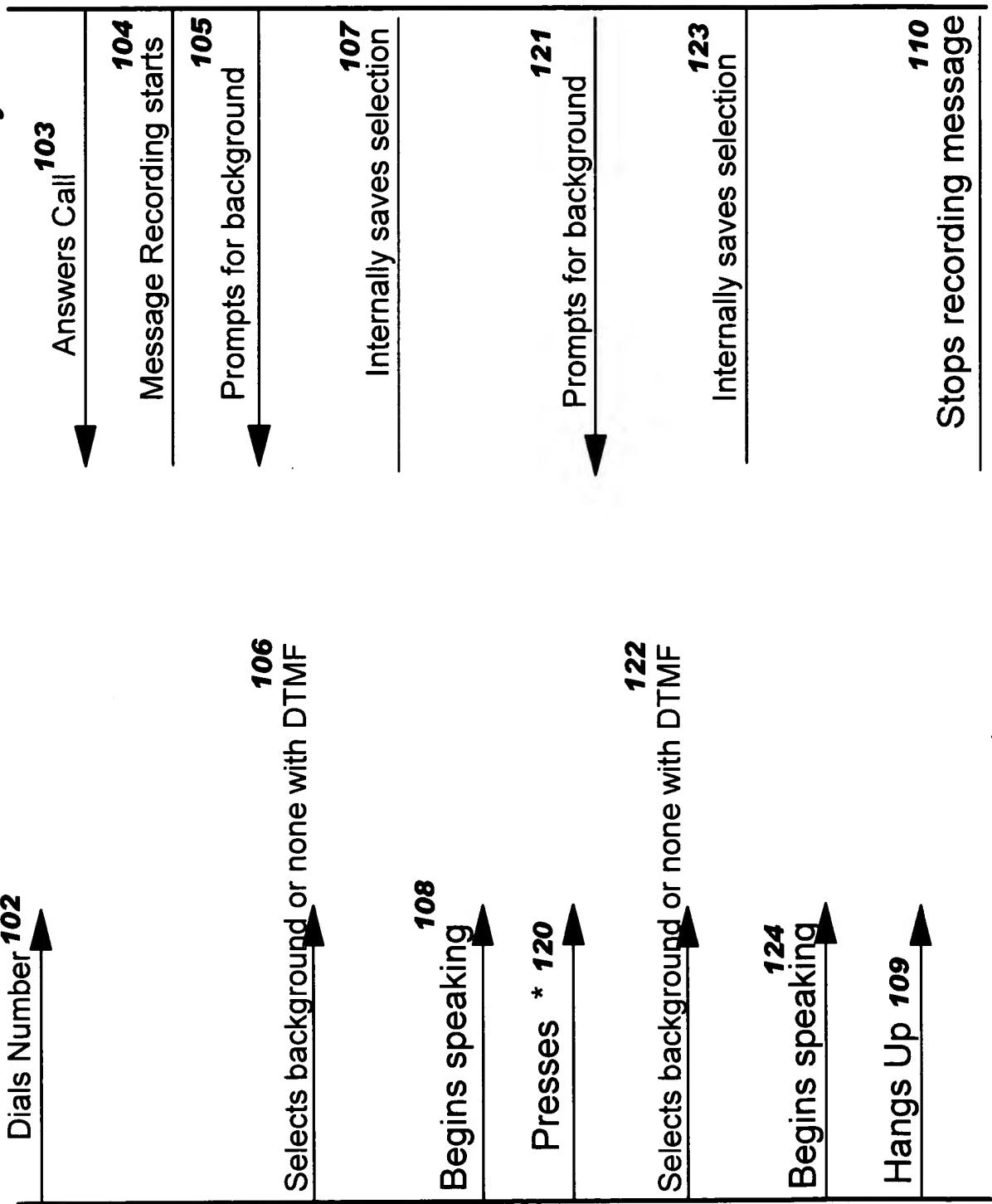
FIG. 1A



**Caller 100**

Dials Number **102**

**FIG. 1B      Voice Mail System 101**



Caller<sup>100</sup>

Dials Number

Begins speaking  
**108**  
Presses \* when msg completed

Selects background or none with DTMF  
**132**

Hangs Up **109**

FIG. 1C

Voice Mail System<sup>101</sup>

Answers Call

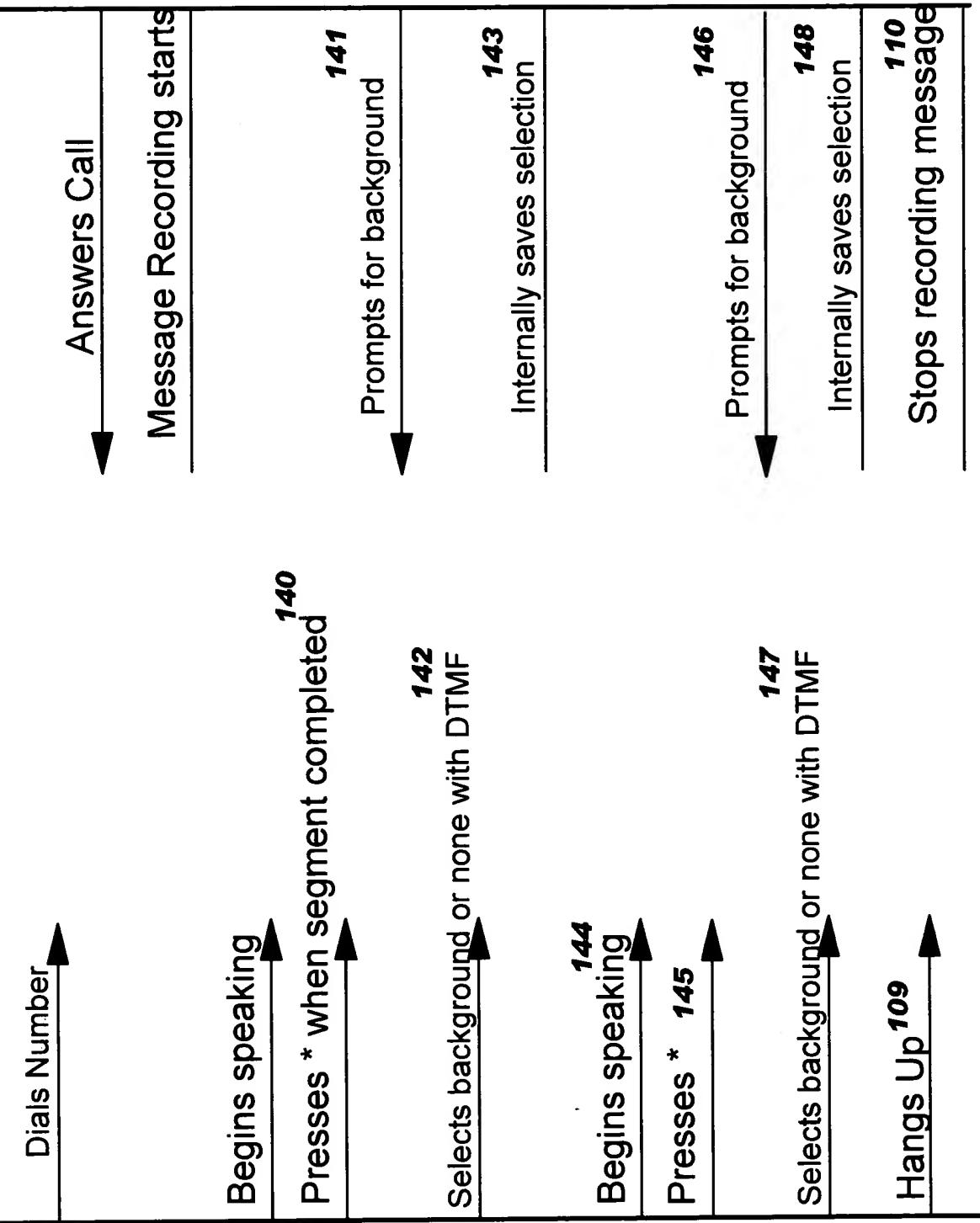
Message Recording starts

Prompts for background  
**131**

Internally saves selection  
**133**

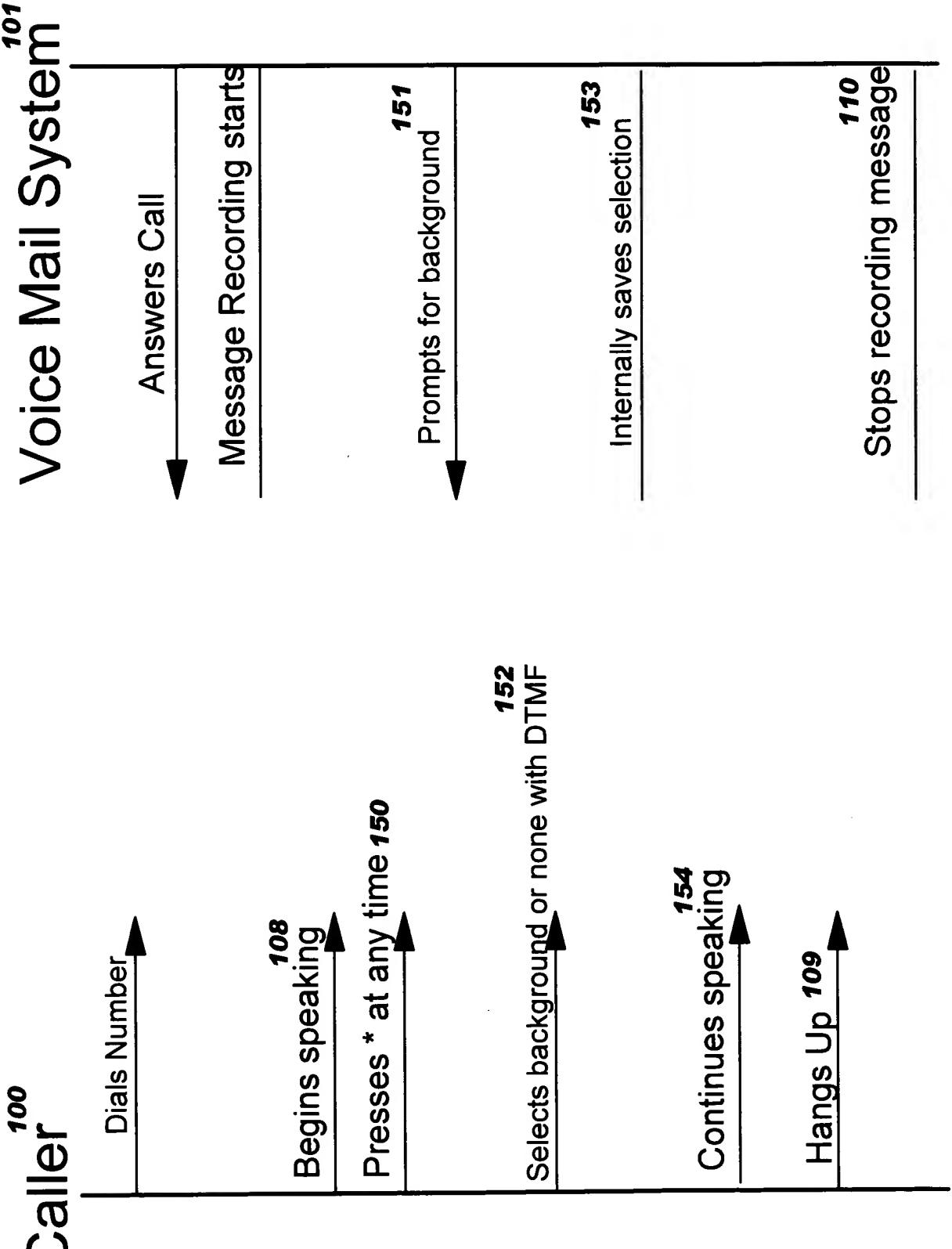
Stops recording message  
**110**

**FIG. 1D** Voice Mail System<sup>101</sup>  
Caller <sup>100</sup>

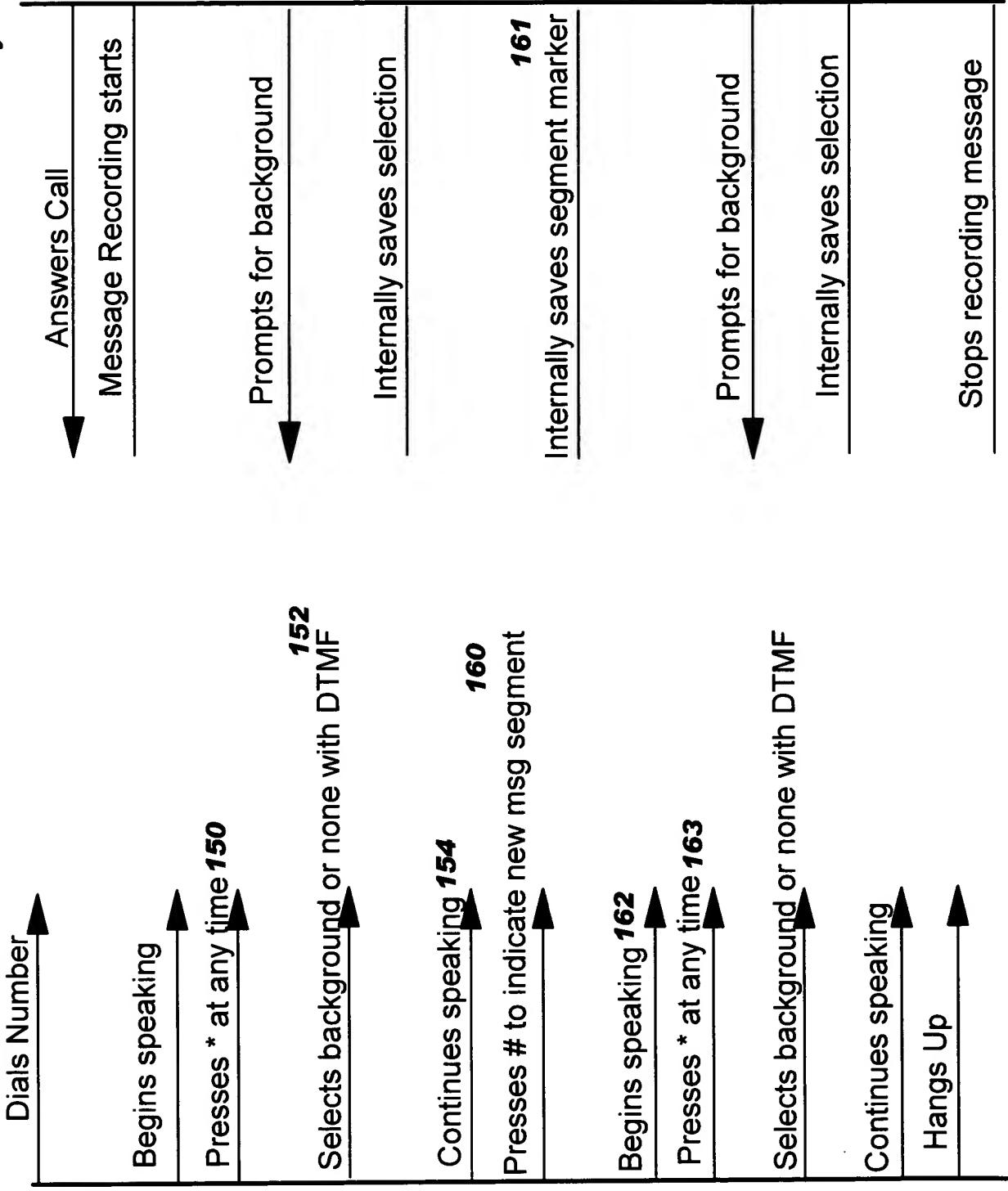


**FIG. 1E**

**Voice Mail System**



**Caller 100**



**FIG. 1F**

**Voice Mail System 101**

FIG. 2A

Caller/Caller's Phone

200  
Dials Number 202

↑  
Selects background using program button 4

205  
Background sound #4 begins to play

207  
Begins speaking

208  
Hangs Up

Voice Mail System

201

↓  
Answers Call 203

204  
Message Recording starts

206  
Background sound #4 begins to play

209  
Stops recording message

Caller/Caller's Phone **200**

FIG. 2B

Voice Mail System **201**

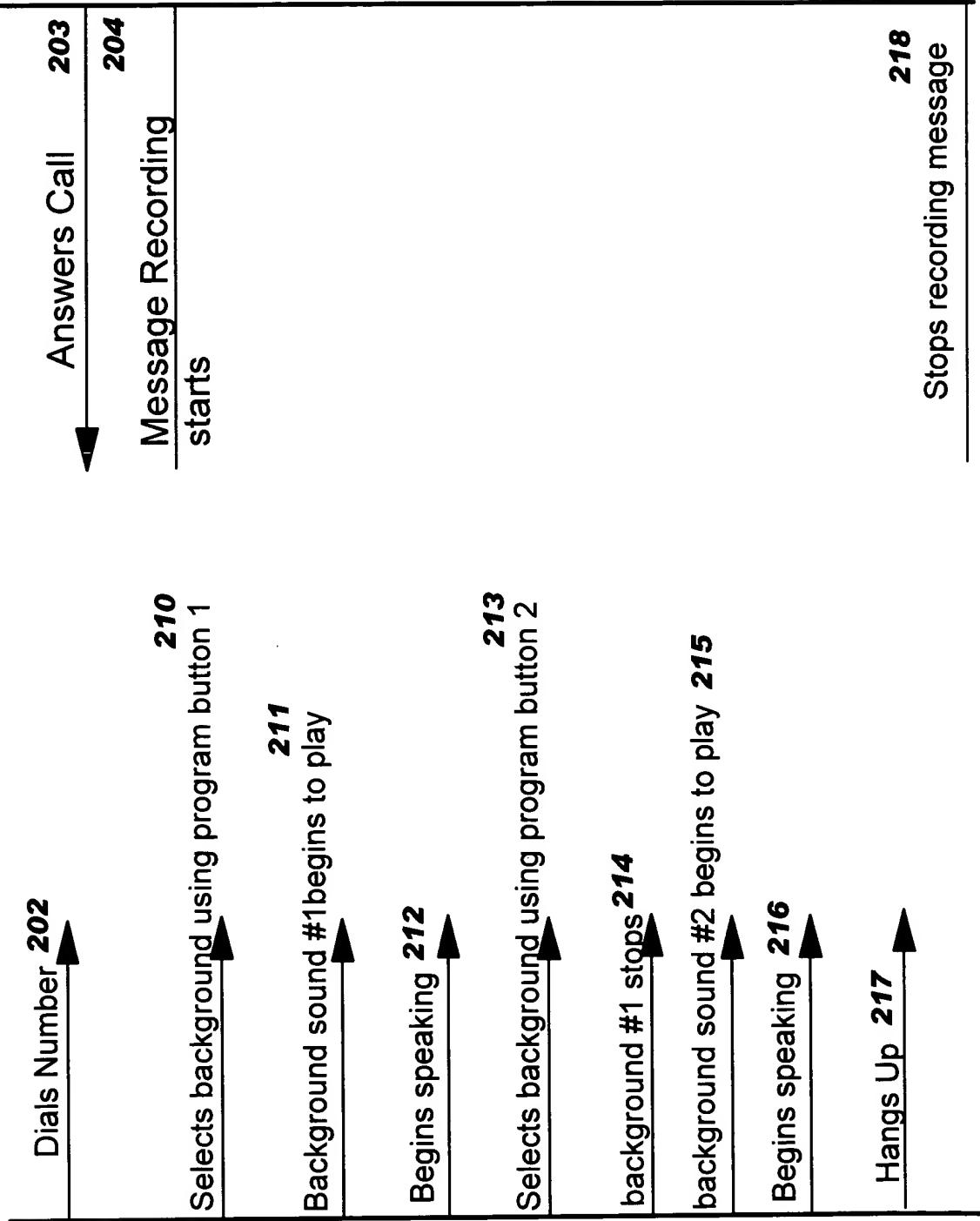


FIG. 2C

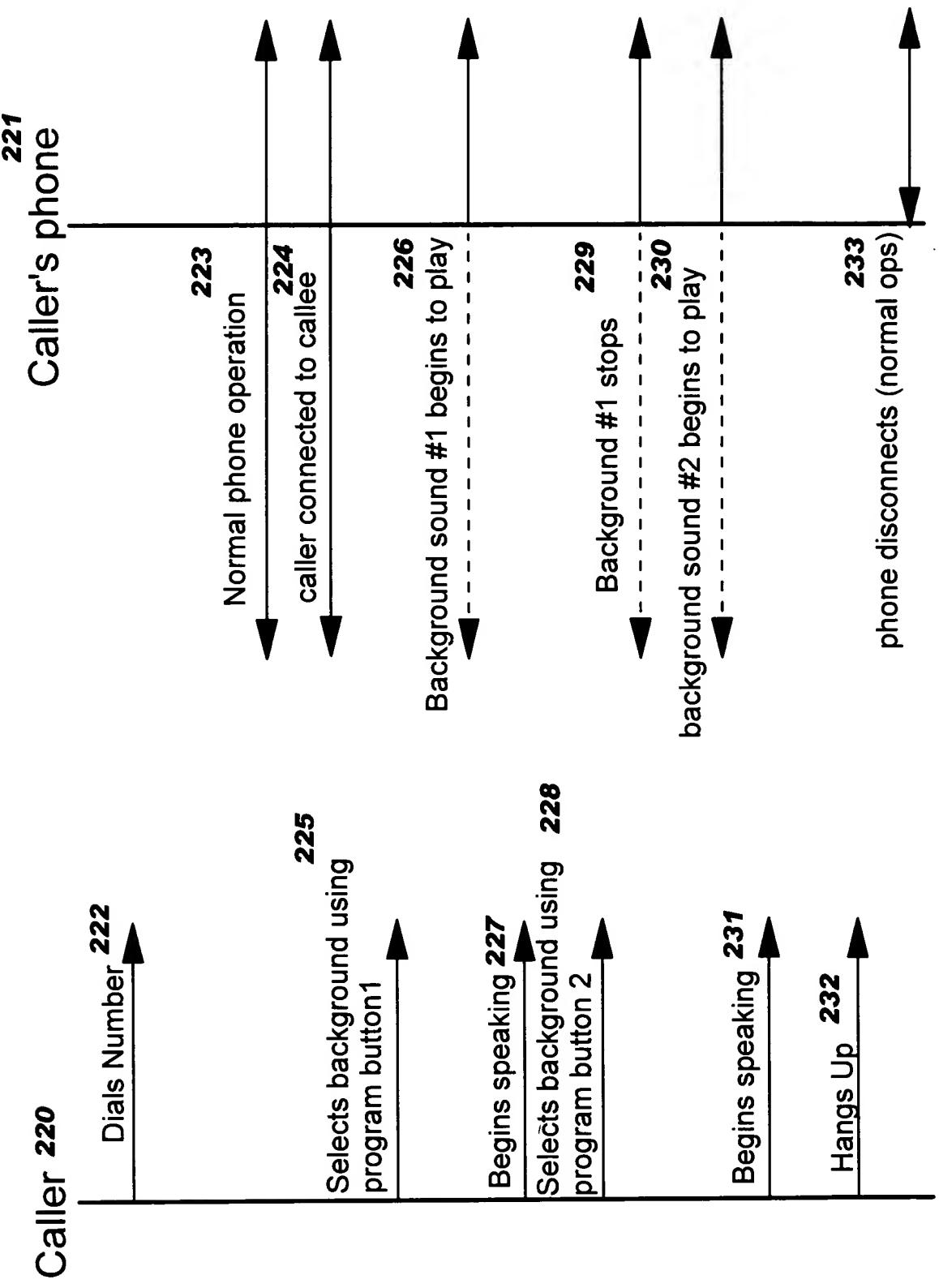


FIG. 3

**300**  
Caller/Caller's Phone

Dials Number

Begins speaking **305**

**306**  
Default background sound begins to play

Hangs Up

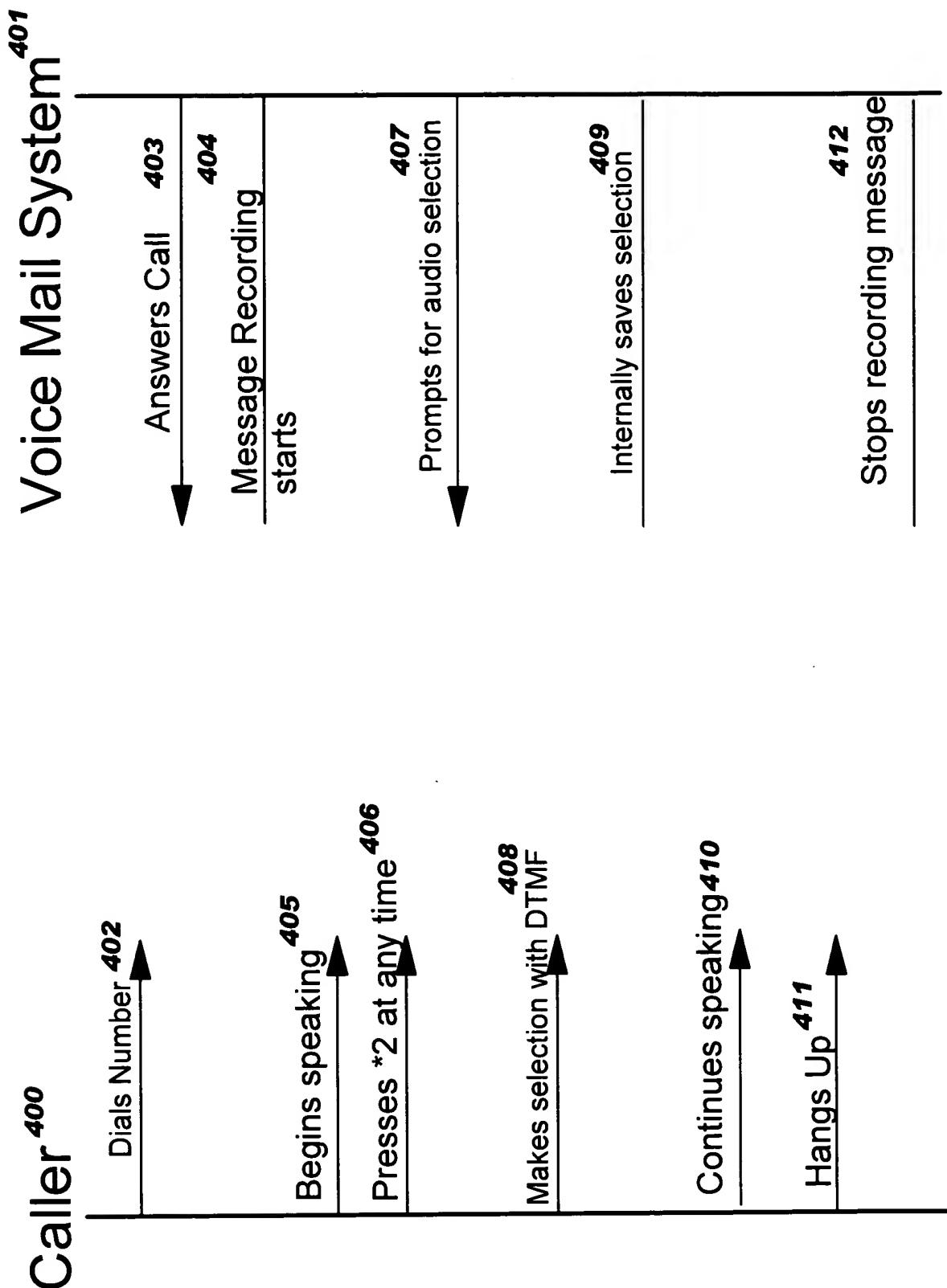
**301**  
Voice Mail System

Answers Call

**Message Recording**  
starts

Stops recording message

FIG. 4A



Caller **400**

FIG. 4B

Voice Mail System **401**

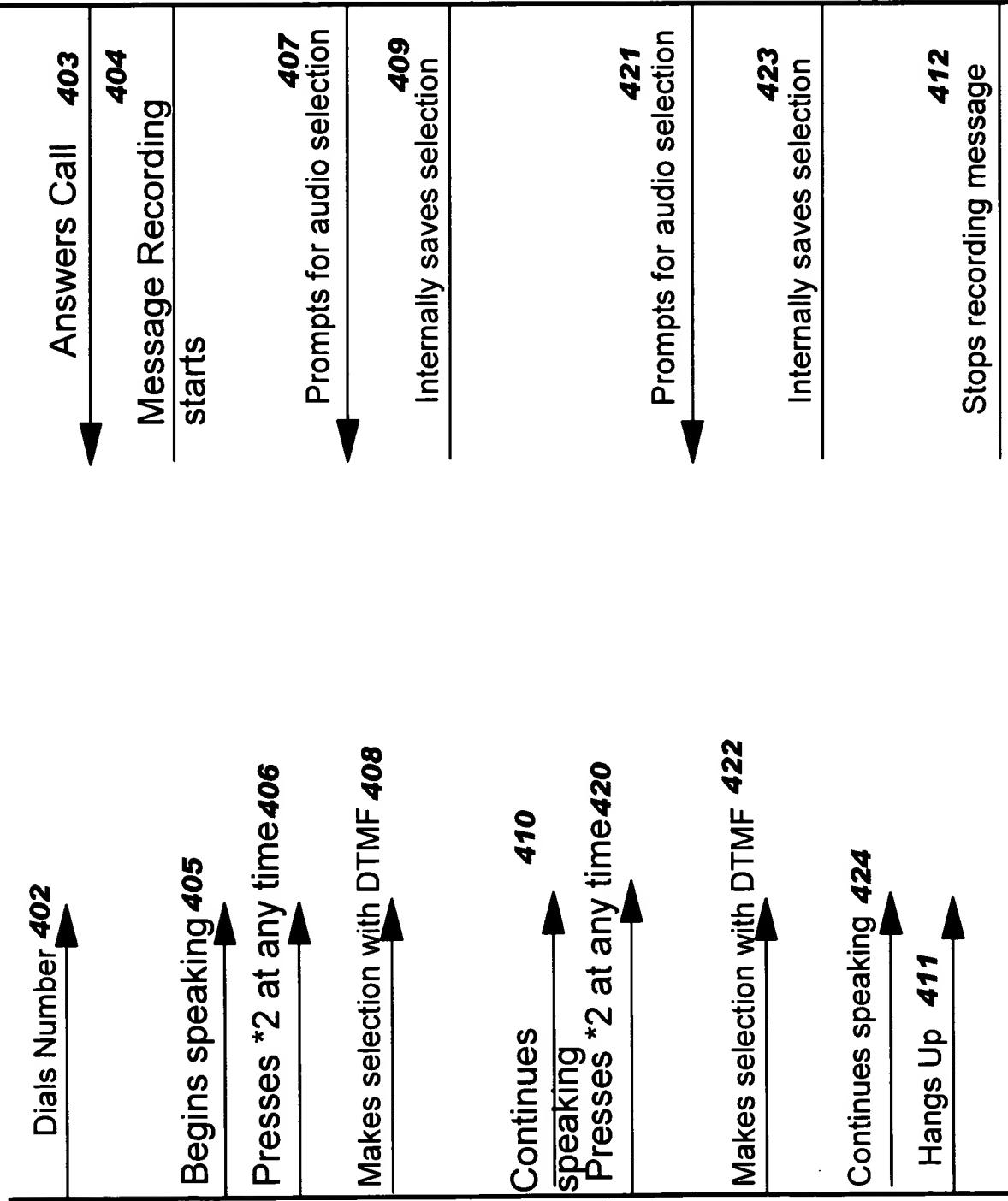


FIG. 5

Caller/Caller's Phone <sup>500</sup>Picks up phone **502**Selects background using program  
button 4  
**503**Background sound #4 begins to play  
**504**Dials Number **505****506**

Answers Call

Begins speaking **507**Hangs Up **509****508**  
begins speakingHangs up **510**Called Party <sup>501</sup>

FIG. 6A

Caller/Caller's Phone

600  
Voice Mail System

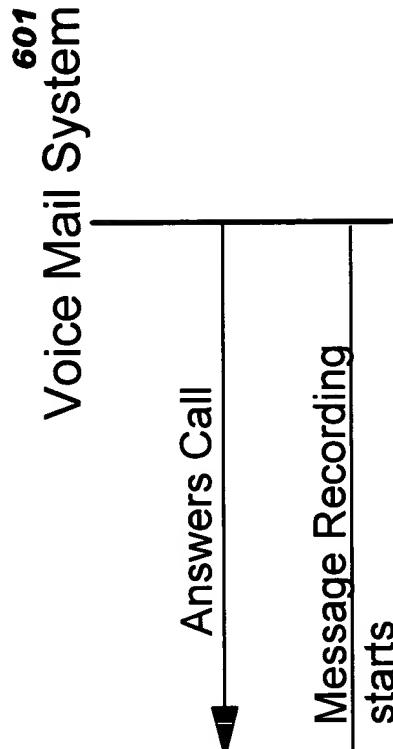
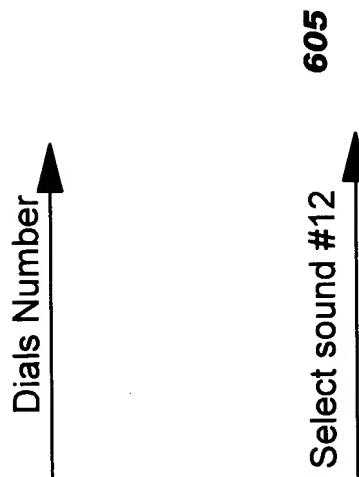
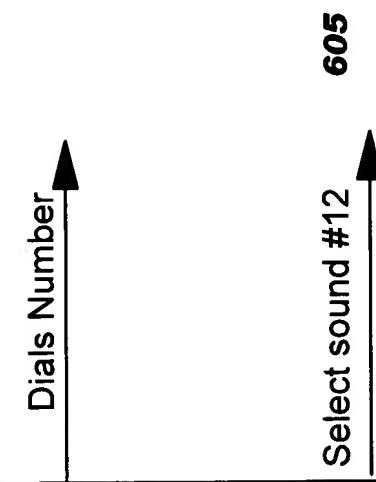


FIG. 6B

600  
Caller/Caller's Phone



601  
Voice Mail System

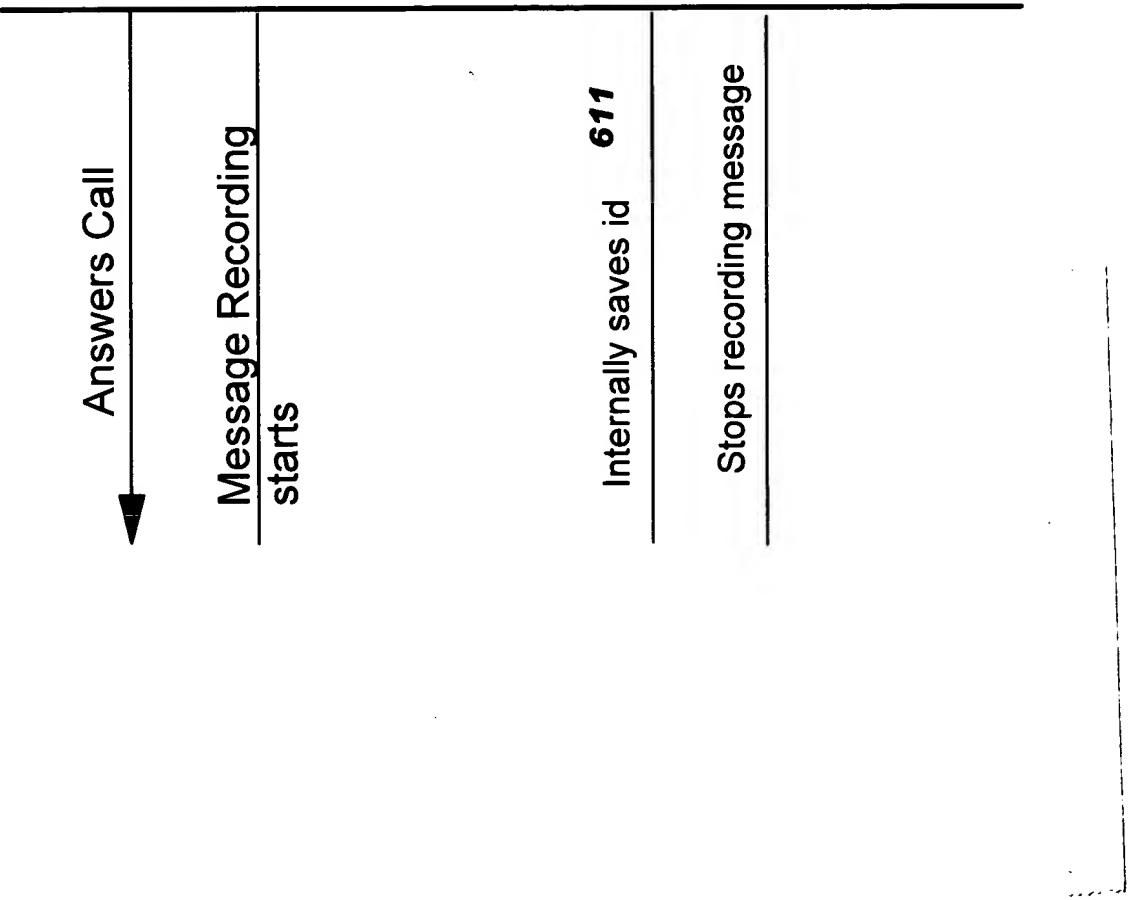


FIG. 7A

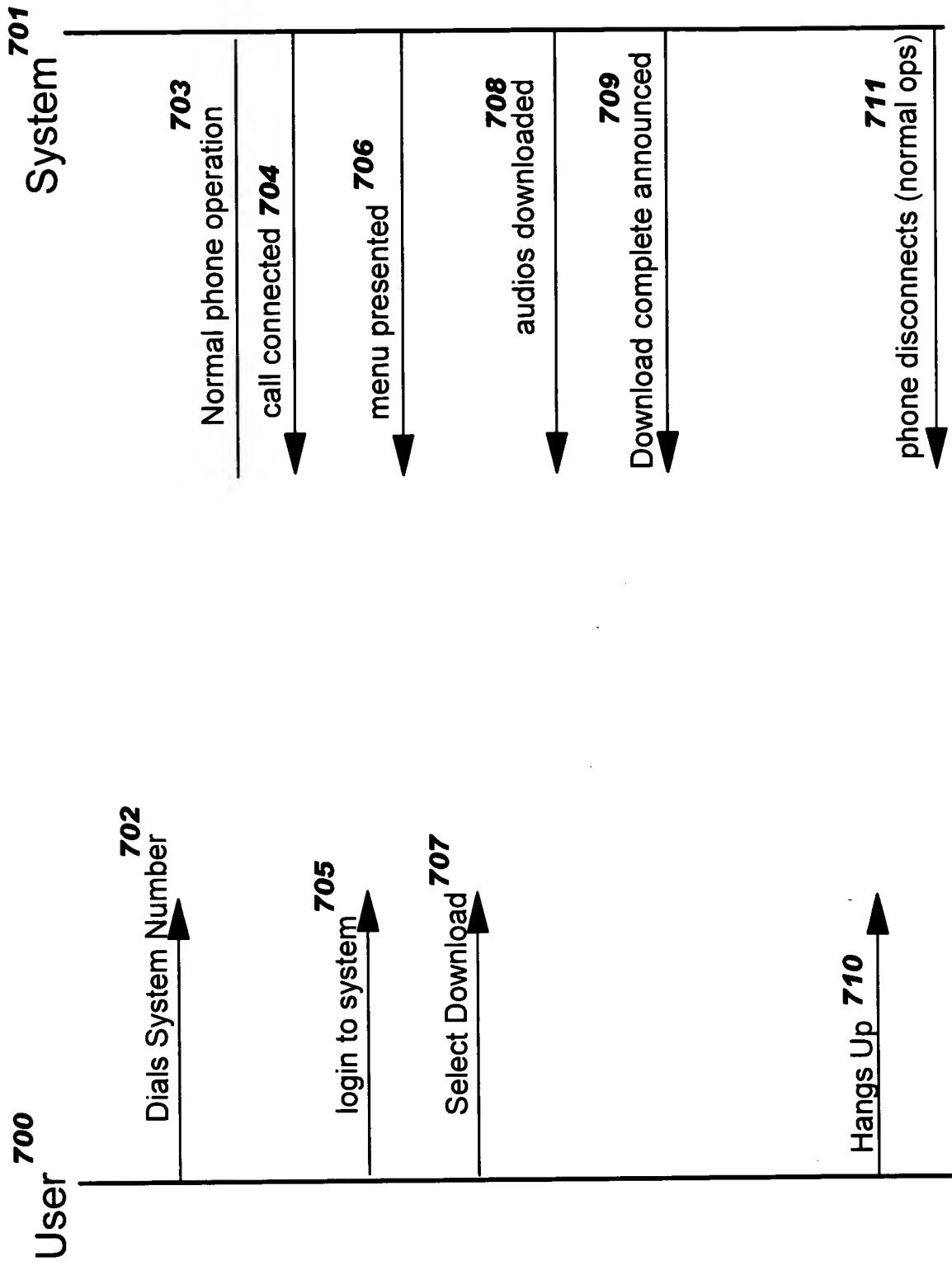


FIG. 7B

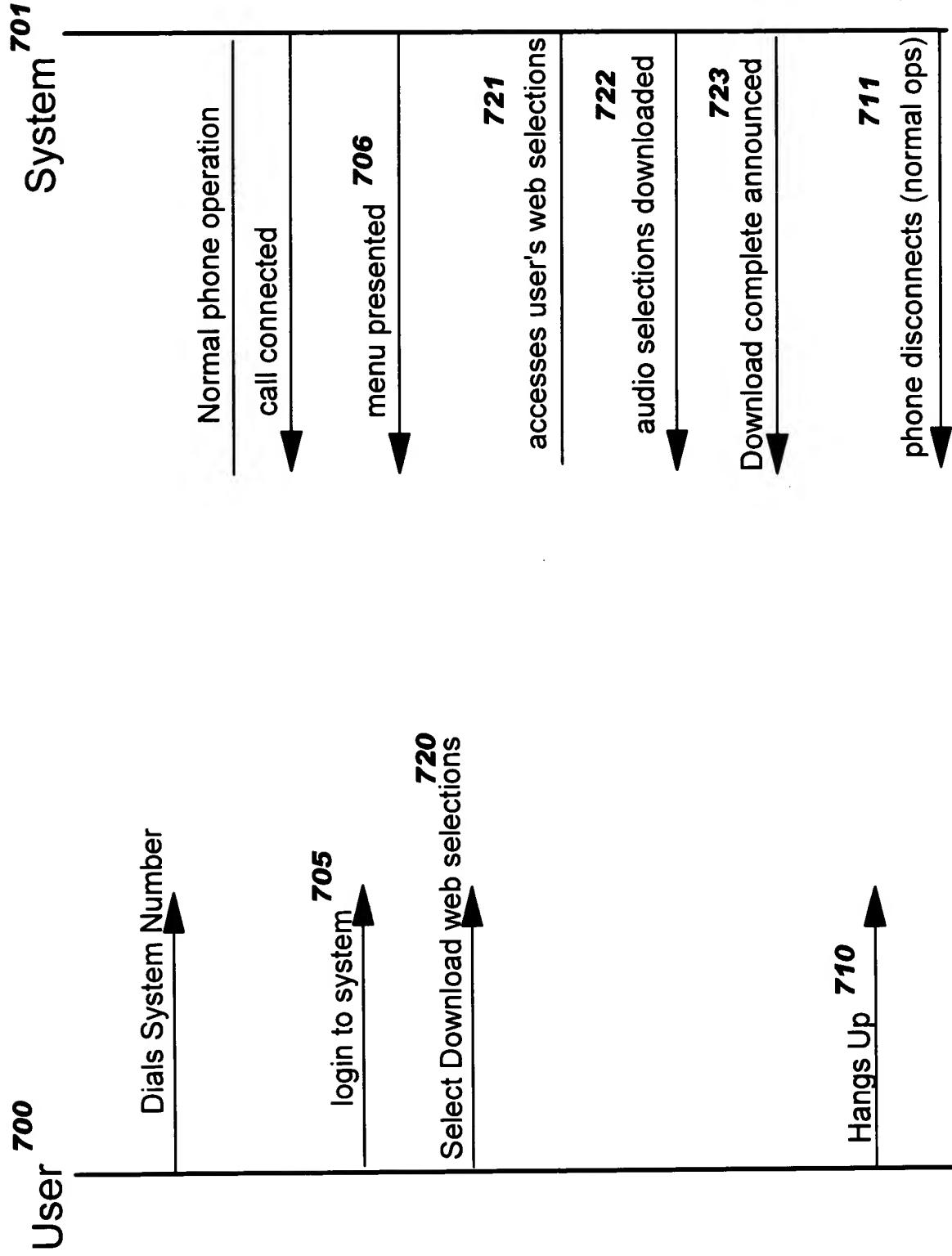


FIG. 8

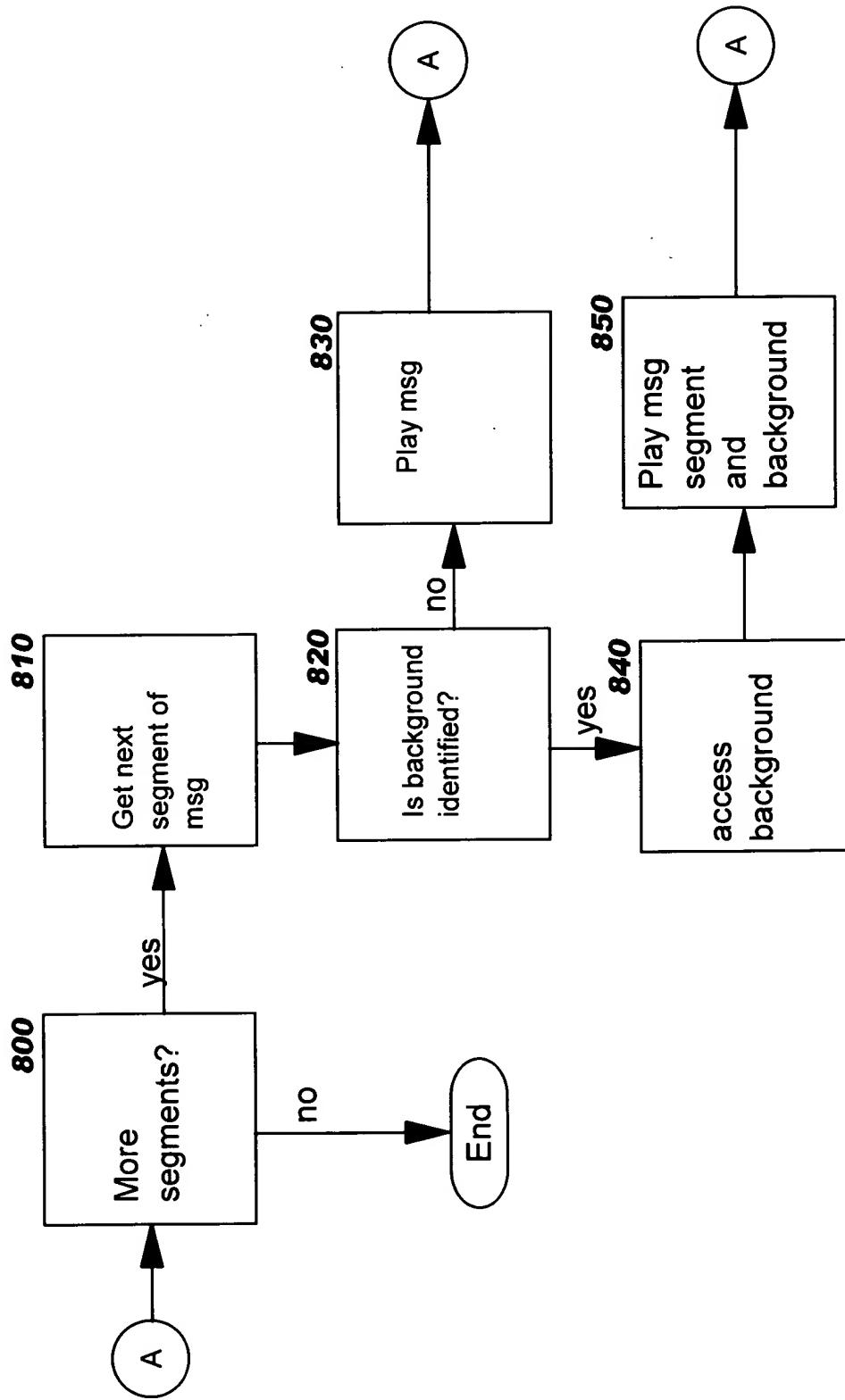


FIG. 9A

**Message Segment Data Structure 900**

Message segment number  
Background selection number  
User message

**Example code:**

#define MAX\_NUM\_VOICE\_SEGMENTS 500

**Struct msg\_struct 920**

```
{  
    Int segment_number; /* this field is not necessarily required */  
    Int background_selection_number;  
    FILE *msg; /* could be a .wav file */  
}
```

930

Struct msg\_struct voice\_msg[MAX\_NUM\_VOICE\_SEGMENTS]

## FIG. 9B

### Message Segment Data Structure **940**

- Message segment number
- Selection type
- Selection number
- User message (only valid if selection type is not an audio file)

**Example code:** **950**

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

```
Struct msg_struct 960
```

```
{  
    Int segment_number; /* this field is not necessarily required */  
    int selection_type; /* this is 1 = background, 2 = audio file */  
    Int selection_number;  
    FILE *msg; /* could be a .wav file - will be null for audio file */  
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970
```